THE CATALOG

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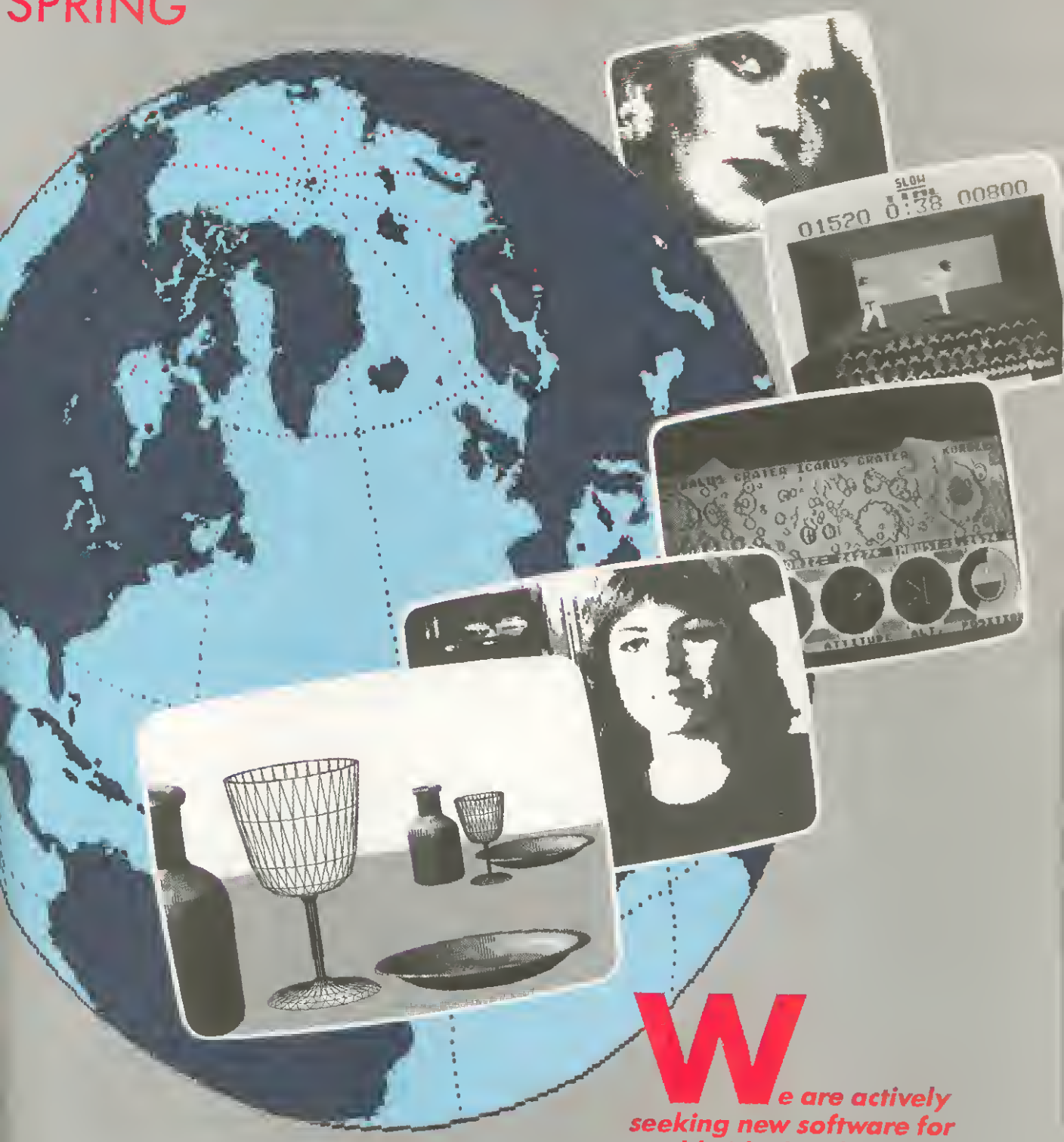

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YOUR SUPPORT AND OUR COMMITMENT TO GUARANTEED SATISFACTION, HAS MADE THIS THE MOST TALKED ABOUT CATALOG FOR ATARI USERS.

WE PUT YOU FIRST in every decision we make. You wanted to be the first to have up to the minute news, information and innovative software . . . We delivered a catalog with your Antic magazine. Antic made sure you were the firST to get ST software . . . with a special ST section in the magazine. We listened to you when you asked for more ways to be in contact with our customer service and technical team. Thanks to you we have been able to expand our ANTIC ON LINE through CompuServe and open our telephone lines five days a week 8:00 AM through 1:00 PM Pacific time.

At Antic our customers come first. To make sure that you get first rate customer service we have listed a few helpful guidelines:

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All Antic APX Classics programs are backed by an excellent upgrade policy. Just send in your current original program disk with proof of purchase and specify the revision you want.

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Antic Publishing, Inc. warrants that the products sold in this catalog will operate properly and be free of defects for a period of 30 days. Should you require warranty service, assistance or information, contact:

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Antic Publishing
524 Second St.
San Francisco, CA 94107
(415) 957-0886

NOTE: You must send your warranty card to Antic to be covered by this warranty.

We proudly distribute world class ST products

U.S.A.

The author of DEGAS™ enters a new dimension.

Tom Hudson's CAD-3D™ (Computer Aided Design in 3 Dimensions)

A full, three-dimensional modeling station for your ST. Solid modeling, with shading from three adjustable light sources, plus wireframe and hidden surface dimensional sculpting —*you name it*. All your 3-D graphics fantasies have been poured into the power and speed of the ST's 68000. So step on the gas and take off!

From starships to solar systems, skyscrapers to your front stoop. Create and animate views of your own 3-D objects. And no keyboarding here—CAD-3D is entirely GEM-based. It's got to be seen to be believed.

DESIGNERS: Visualize ideas instantly—speeds up design process.

DOODLERS: Relax with true creativity. Save images for later use or alter them with any popular ST paint program.

CAD-3D features include:

- ☐ Works with monochrome or color monitor. Monochrome mode gives 16 levels of shading, color gives choice of 1 color/15 shades or 2 colors/7 shades each.
- ☐ View objects in see-thru or hidden wireframe form or solid form with true light shading. Change object form with one mouse click.
- ☐ Three independent user-defined light sources plus ambient lighting.
- ☐ Built-in 3D primitives (cubes, spheres, toroids).
- ☐ Assemble up to twenty 3D objects into a scene and view from any perspective.
- ☐ "Glue" objects together to create more complex objects.
- ☐ Create radially symmetrical objects or expand 2D shapes into 3D shapes with one simple operation.
- ☐ Animation capability—"record" view sequences for viewing with separate display program (included).
- ☐ Spin and Extrude functions allow even the novice 3D experimenter to create a wide variety of beautiful shapes.
- ☐ Independent scaling and rotation of objects or groups of objects.
- ☐ "Camera View" includes zoom lens and variable perspective.
- ☐ GEM user interface allows use of four views at once, or one large view. Four-view mode is user-definable.
- ☐ Saves completed images in DEGAS, Neochrome or COLR Object Editor format.
- ☐ Print your objects with a graphics printer.
- ☐ Detailed printed user manual

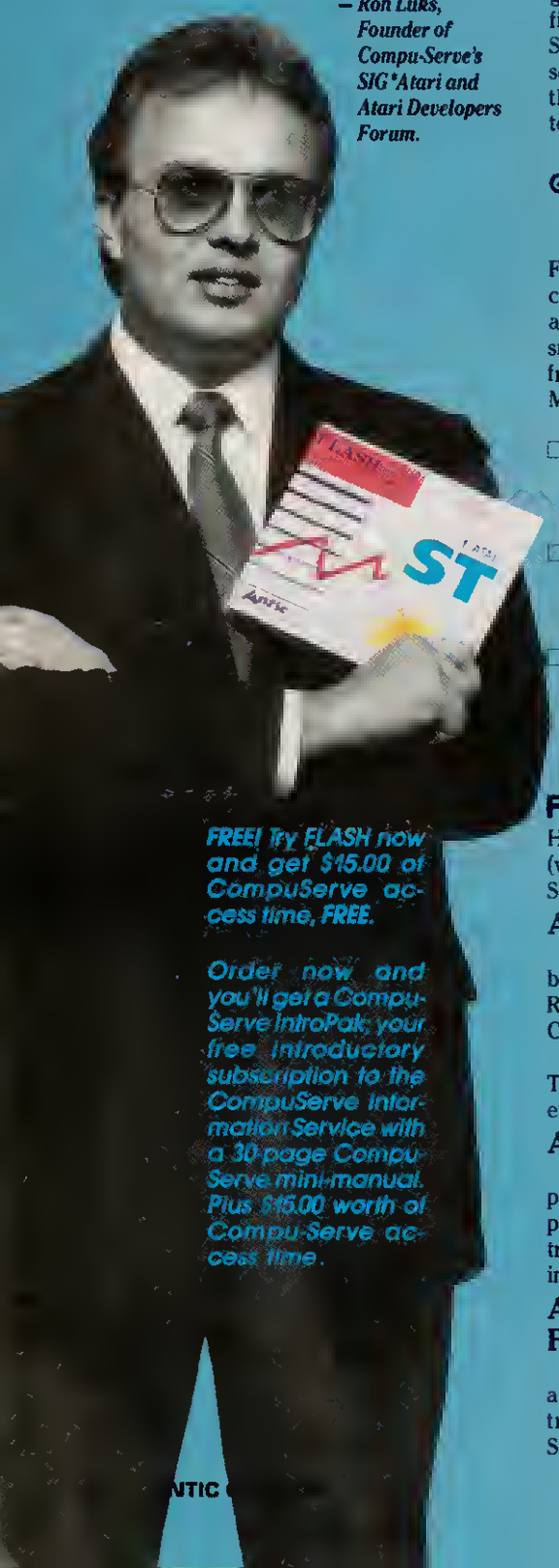
Requires TOS in ROM
ST0214 **$49.95**

Available May 15.

CANADA

"FLASH is the only telecommunications program I use."

– Ron Luks, Founder of Compu-Serve's SIG 'Atari and Atari Developers Forum.



FREE! Try FLASH now and get $15.00 of CompuServe access time, FREE.

Order now and you'll get a CompuServe IntroPak, your free introductory subscription to the CompuServe Information Service with a 30-page CompuServe mini-manual. Plus $15.00 worth of CompuServe access time.

FLASH™

by Joe Chazzese and Alan Page

Everybody knows that Antic is passionately involved in telecommunications. For the ST, we searched for the finest possible terminal program. The best we had seen in other fields was Crosstalk™ on the IBM and Smartcomm™ on the Mac. We wanted something better. It had to be something that would reduce the most complex telecom problems to one mouse-click.

Good news. We found it. . . . And it uses GEM.

FLASH goes far beyond any communications software currently offered for any computer. Here is a sampling (a very small sampling) of what you can count on from this extraordinary—PROGRAMMABLE—terminal program.

- ☐ Hassle-free, GEM-based memo EDITOR. Use your mouse or cursor keys (features block move, undo, search, merge files, and more).
- ☐ FLASH allows you to scroll back and forth at high speed to review your session—edit it, print it, send it, or save it to disk.
- ☐ FLASH COmmand Language (FLASH COL) to automate log-ons, file transfers, and unattended operations.
- ☐ VT100 keypad editing emulation (full 24 line × 80 character display).
- ☐ CompuServe Vidtex high-resolution graphics terminal emulation. Save Vidtex graphics as DEGAS files and modify or print them out.
- ☐ Supports Xmodem (CRC) and ASCII TEXT protocols.
- ☐ Extensive DOS functions at your fingertips. Two clocks: Built-in real-time system clock and elapsed timer.
- ☐ 20 editable function keys. Chain them together using FLASHCOL, creating totally automated macros.
- ☐ Translation tables can independently filter any incoming or outgoing characters. Configure your ST to act like any other micro, terminal, or even mainframes. Plus, use filters to create your own secret codes and encrypt files.
- ☐ High-res flip flop between 24 and 48 lines in monochrome.
- ☐ Printed manual by Ian Chadwick.

ST0220 **$39.95**

Crosstalk™ Microstuf
Smartcomm™ Hayes

FREE OFFER!

Here's what you get on CompuServe (with no surcharge) if you own an Atari ST.

ANTIC ONLINE

Get your technical questions answered by Tim Oren. Originally with Digital Research, Tim wrote the GEM Resource Construction Set.

Read two new chapters a month of Tim Oren's PRO*GEM tutorial. Available exclusively on-line.

ATARI 16-BIT FORUM

All of the best ST public domain programs. Gossip with ST users and programmers from Great Britain to Australia. Even reach the authors of FLASH in Canada.

ATARI DEVELOPERS FORUM

Developers drop in daily to find out about the latest tools and talk of the trade. Includes the ANTIC ON-LINE SOFTWARE SIG.

VIDTEX ONLINE GRAPHICS

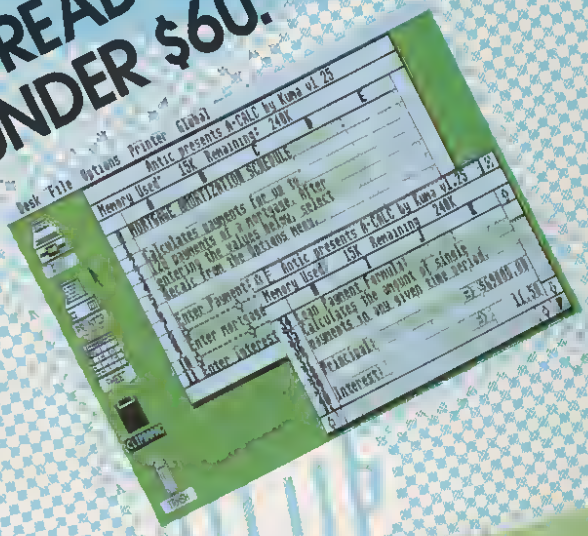
Digitized pictures of Hollywood stars, FBI 10 most wanted list, weather maps, and the new Antic On-Line Art Gallery. With Antic, on CompuServe, you can step into the future of telecommunications.

A-CALC™

UNITED KINGDOM

The first (and currently the only) mouse-driven spreadsheet for the Atari ST computer system. A-CALC's GEM interface is exceptional. For example, load a spreadsheet simply by dragging the disk icon over the sheet icon. Imagine how *easy* it is to merge a file from disk by dragging the disk icon into the appropriate cell.

A FULLY GEM-BASED SPREADSHEET FOR UNDER $60.



Get the power of Visicalc at one-third the price.

by Kuma Systems, Ltd., U.K.

A-CALC's dozens of features include:

- ☐ Primarily mouse/icon driven. Keyboard or ten-key calculation entry.
- ☐ Values can be integer or up to 5 decimal places.
- ☐ Mathematics support individual cell and range functions.
- ☐ Up to five windows can be open on the same sheet at one time, each one showing a different area. Size and scroll each window separately.
- ☐ Spreadsheet capacity of 256 columns × 512 rows (128,000 cells).
- ☐ Merge different spreadsheets together into one.
- ☐ Column widths can be sized individually or together.
- ☐ Cell blocks, rows, and columns can be copied, moved, saved, printed or deleted with the mouse.
- ☐ Special WIDE-VIEW function permits half-size text display to let the user see more of the sheet at one time, in color or monochrome.
- ☐ SEARCH for the location of any text string in the sheet. GOTO command jumps to any cell.
- ☐ Clipboard for temporary storage of block, row or column of cells which can later be transferred to another spreadsheet.
- ☐ Powerful printer formatting commands. Comes with an easy-to-use GEM-based printer installation program for any parallel or serial printer. Customize your spreadsheet with the following:
  - headers/footers
  - horizontal/vertical dividers
  - selectable form feeds
  - selectable page break
  - send printer-specific control codes
  - character translation
  - loading and saving printer configuration files
- ☐ Includes on-disk spreadsheet examples.

ST0212 **$59.95**

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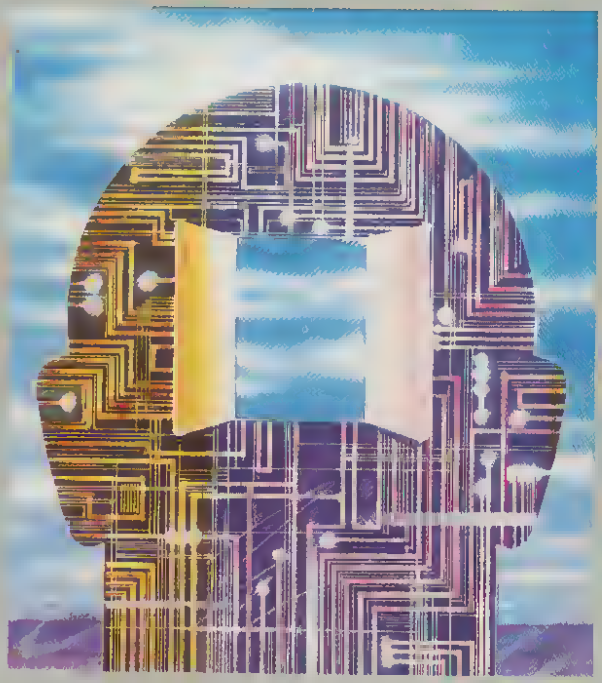
FRANCE

ARTIFICIAL INTELLIGENCE

An Expert Systems Package For Your ST

EXPERT OPINION™



ANTIC WANTS YOU! PUBLISHING OFFER.

A New Opportunity.

Antic is looking for people to create useful knowledge bases using EXPERT OPINION. If you're an expert on a subject (any subject), get EXPERT OPINION—write a knowledge base . . And if it's very good, and has broad appeal, we'll publish it for you in this catalog. Write to me, Catalog Product Manager, for more details (my address is on the back page). Give me your expert opinions. I'll try to help you publish some of your knowledge bases on a commercial basis.

EXPERT OPINION and your expertise can turn your computer into an expert on any subject.

EXPERT OPINION is a full-featured expert system for the Atari ST. (Note: Expert systems are powerful, intelligent programs. They use a reasoning process to develop quick, pragmatic answers for a wide range of complex problems currently requiring human expertise.) Currently, expert systems are used in the fields of medicine, economics, and geological surveying.

WITH THE MANUAL PROVIDED AND SUGGESTED SUPPLEMENTARY READING MATERIAL, YOU CAN BUILD YOUR OWN KNOWLEDGE BASE—EXPERT OPINION DOES THE REST.

Once you've built your knowledge base, EXPERT OPINION is easy-to-use because it's based on a powerful natural language interface, so you can give your input—and get your answers in plain English. EXPERT OPINION can explain how it arrived at a particular conclusion by listing the rules used. Plus, it is the only expert system presently available for micro-computers which can clearly explain why a particular question is being asked (it backtracks up to 10 levels).

EXPERT OPINION offers more ways to solve a problem than any other expert system:

- ☐ **DEDUCTION**—Use this mode if you have some initial data about the problem (also known as Forward Chaining).
- ☐ **VERIFICATION OF A HYPOTHESIS**—Your computer asks you questions about your hypothesis (also known as Backward Chaining).
- ☐ **EXPERTISE** (totally new technique)—A combination of the above, for situations where you have no initial data about the problem, and no hypothesis (Mixed Chaining Mode).

EXPERT OPINION features:

- ☐ Dictionary linked to each knowledge base.
- ☐ Unlimited number of knowledge bases.
- ☐ Extensive printed manual includes: How To Use an Expert System, How to Construct a Knowledge Base, plus a "Theory" chapter, Glossary, Bibliography, and more.
- ☐ User-friendly command structure and [Help] functions for simple usage.

WARNING: This is a sophisticated computer science tool requiring study to use it effectively. We recommend the following books to help you use the program to its fullest:
THE COGNITIVE COMPUTER, Addison Wesley 1984
EXPERT SYSTEMS, Wiley Press 1985
INTRODUCTION TO ARTIFICIAL INTELLIGENCE, Addison Wesley 1985

ORDER NOW! FREE BONUS!
TWO QUICK-START EXAMPLES:
Finance Knowledge Base—30 rules
Palmistry Knowledge Base—150 rules.

ST0219 **$99.95**

From Mind Soft, France

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MAPS AND LEGENDS™ —The Cartographer

U.S.A.

Build your own library of maps for any use: Science, Art, Business, or Fun!

Written for the Atari ST
by Harry Koons and David Chenette

Put yourself anywhere in the world — even your own hometown. And now view that land mass from any altitude—in full perspective! Design a wide variety of maps with your Atari ST, then print them out on a graphics printer.

Using advanced CAD system algorithms, MAPS and LEGENDS takes less than a minute to do what used to take hours for computers—and weeks by hand. It features ultra-fast drawing of world maps from one of 11 perspectives, three resolutions, up to 16 colors.

ENTIRELY GEM-BASED FEATURES INCLUDE:

☐ DRAWING TOOLS
- Multiple Patterns
- Variable Size Pen and Eraser
- Text (3 sizes, includes Antic's Font Accessory and over a dozen fonts)
- Fills (both solid and patterned)
- Make any size maps using window sliders and size button. Put up to 10 different maps and perspectives on one screen!

☐ OPTIONS MENU:
- TEXT Mode (place labels anywhere)
- LOCATE Mode: Reads geographic coordinates from map, and distance and bearing from any point on the Earth.
- STATE BOUNDARIES (for U.S. maps)
- GRATICULE Mode (variable-size grid)

☐ DEGAS and Neo compatible. Use your maps as basic elements in the most popular ST graphics packages.

☐ Works with color and monochrome systems.

☐ EDUCATIONAL AND PRACTICAL:

- For Educators from K thru 12, and university levels too. Teach your children to recognize land masses, oceans, other points of interest.
- Next time you go on a trip, make a map to go with your itinerary. (Very impressive).
- Complete documentation reference file (includes: glossary, bibliography, and technical notes).

ST0202 **$34.95**

NOTE: When we first saw this program at Antic, we were impressed. It performs functions usually found on cartography systems that cost $700 and up (plus, it's GEM-based, so anyone can use it). After it was in the office for a few weeks, everyone began making maps. The editorial, art, circulation, marketing and accounting departments all found creative uses for it and everyone loved it because it was so much fun. So, we decided that it should be in the catalog, but we couldn't decide on the price. We settled on $34.95, with a huge documentation file on the disk, because everyone ought to be able to afford a copy.

FINALLY! GEM DEVELOPMENT AND LEARNING TOOLS AT A SUPER VALUE!

UNITED KINGDOM

A-SEKA™ by Kuma
(68000 Assembler, Editor, Debugger)

When you want it NOW.
A-SEKA—For Speed.

By Andelos Systems/Kumo, UK

Sometimes you just need to get that code running faster. A high-level language application needs a burst of energy. Or maybe it's arcade action—high end stuff. A-SEKA does it *fast*, because it is all in RAM. All of it: The Assembler, Editor and Monitor/Debugger. Those who know how can create exciting codes mighty fast. And if you're learning Assembly, you won't ever have to wait for your latest attempt to go through the assemble and link process.

A-SEKA assembles source codes at over 30,000 lines per minute! And since it can assemble and link simultaneously, you can *run your code instantly.* Of course, A-SEKA is also a macro assembler and uses standard Motorola mnemonics. But what really sets it apart is its powerful machine language monitor, disassembler and symbolic debugger.

DEBUGGER FEATURES:

- Symbol table access.
- Arithmetic operations. Input in any base.
- Disassembles 16 lines at a time.
- Motorola mnemonics.
- Single step. Trace.
- Multiple breakpoints. Memory inspect and modify.
- Line assembler.
- Examine registers.

AND MORE . . .

All this, for under $35! You're probably saying to yourself, "Sounds great, but what's the catch?" OK, here it is. RAM-based assemblers can only assemble programs which are small enough to fit into the edit and code buffers of random access memory at the same time. On the ST, that's quite large, but there will always be a limit (there is no size limit for our other assemblers).

ST0216 **$34.95**

NOTE: In a recent product review in *Page 6*, the original British magazine for Atari users, the reviewer said, *"A-SEKA is most useful to the programmer interested in learning 68000 assembler. It provides everything you will need . . ."*

A-RAM™ by Kuma

Take a look at our RAMdisk. (Random Access Memory disk emulator) It's a remarkable value.

By Roddy Pratt, UK

Can your RAMdisk partition any size disk emulator you want?
► A-RAM can.
Can it work with TOS in ROM?
► A-RAM can.
Can your RAMdisk accelerate your floppy write speed by turning off the verify mode?
► A-RAM can.
Can you have multiple RAMdisks present at the same time?
► You guessed it. A-RAM can.

A RAMdisk is an area of memory set aside as a buffer that responds to most of the available disk commands—only much faster. Everybody needs a great RAMdisk, and A-RAM is powerful, simple and flexible enough for *every* application.

ST0215 **$19.95**

TOLL FREE **Credit card holders, call toll-free, 24 hours-a-day**
VISA **800-443-0100, ext. 133** (Continental U.S. and Hawaii) ORDERS ONLY!

GST C™ Compiler

UNITED KINGDOM

Here is the compiler that 1ST WORD was written in.

Do you want to write GEM-based programs for the Atari ST? With GSTC you can—without spending bundreds of dollars on expensive compilers. Now you can add windows, dialogs, and all the GEM forms to any program — it's *easy* with GSTC. Use your mouse and pull-down menus to write C programs within a desktop menu-driven "sbell" environment. GSTC allows compile-assemble-link and assemble-link operations to be batched, avoiding tedious and error-prone command line entry. And it all fits on one single-sided disk. No excessive disk swaps.

At the heart of the GSTC package is the remarkable *GEM Superstructure Library.* This enables the beginner to write GEM applications software at once, without the complex learning curve associated with GEM AES and VDI. Open a fully-functioning window with one call. GSTC is fast—providing compile and linkage turn-around times speedy enough for the most impatient hacker!

GSTC features include:
- GEM Text Editor
- Linker
- C Compiler
- GEM "shell"
- 68000 Assembler
- GEM Superstructure Library
- GEM bindings, (Standard Unix, GEM VDI, GEM AES, GEM XBIOS, TOS)
- Comprehensive printed user manual

ST0217 **$79.95**

NOTE: We searched all over the world to find the best introductory C compiler. When we discovered that GSTC was used to write 1ST WORD, we decided that it was just what we were looking for. This compiler is very powerful and remarkably easy to use. But at present, it doesn't have structures or a floating point library. If you're writing a program that uses very serious math, you may need to look at Lattice C. But if you're only writing a word processor, GSTC will do the job.

GST-LINK

GST-LINK is supplied with GSTC and GST-ASM and enables separately compiled or assembled program modules to be linked together and to extract any run-time library routines from the GEM libraries. GST-LINK features include:
- Relocatable, compact, binary format
- Optional SID debugger symbols
- Automatic run-time relocation of modules by the TOS loader
- Comprehensive link map listing with optional symbol table
- Optional global symbol cross reference
- Link operations driven from a batch control file

GST-LINK is the linker that Metacomco chose to use with all their products.

FREE! With every GSTC and GST-ASM!

GST-EDIT

(Universal GEM Screen Editor)
GST-EDIT is to programming, what 1ST WORD is to word processing. It's a GEM-based text editor which you can use for writing programs in any language that accepts ASCII files. If you know how to use 1ST WORD, you're already an expert with GST-EDIT. Its features include:
- Up to four simultaneous files in separate windows
- Block cut and paste between windows
- Comprehensive search and replace functions
- Cursor movement by mouse or keyboard
- Full on-screen help information

FREE! With every GSTC and GST-AM!

GST-ASM™

A high-level Macro Assembler with an unbeatable combination of price, performance, and features.

GST-ASM is a Motorola-compatible 68000 macro assembler with advanced features — including high-level control flow instructions, very powerful macro facilities and extremely fast throughput. GST-ASM is designed for the professional who needs a sophisticated macro assembler to develop real-time software products. And since it uses the GST GEM Interface, it's a joy for beginner and intermediate programmers as well.

GST-ASM features include:
- 68000 macro assembler
- Linker
- GEM text editor
- GEM "shell"
- Unique, high-level instruction macro library (IF, WHILE, REPEAT, CASE, etc.)
- Generates relocatable code
- Produces object code compatible with Lattice C, Meta Pascal, and Meta Assembler.
- Comprehensive printed user manual

ST0218 **$59.95**

ST DEVELOPERS SERIES

UNITED KINGDOM

METACOMCO MCC PASCAL™

ISO PASCAL COMPILER

This Pascal compiler has been widely used on the Commodore Amiga and the Sinclair QL. It is a fast and powerful implementation that conforms *fully* to the exacting ISO 7185 standard. MCC PASCAL is the ideal Pascal for all users, whether new to Pascal or experienced programmers.

☐ TRUE COMPILER PRODUCING NATIVE 68000 CODE. Applications written using MCC PASCAL will be compact and efficient. Runtime systems are simple to implement. Many other compilers produce an intermediate code requiring a special runtime environment.

☐ FAST, SINGLE-PASS COMPILATION. MCC PASCAL compilation is straightforward and fast—ideal in education or program development.

☐ COMPATIBLE—COMPLETE IMPLEMENTATION OF ISO 7185. Compatibility with the International Standards Organization's definition of ISO Pascal ensures that program written in MCC PASCAL can be readily transferred to other computers running the ISO Pascal system. (Note: ISO 7185 is the same as ANSI/IEEE 770X3.97)

☐ DIRECT ADDRESSING OF THE FULL ST ADDRESS SPACE.

☐ 32-BIT INTEGERS AND 32-BIT IEEE FLOATING POINT.

☐ VERY LARGE SETS AND ARRAYS. Limited only by the size of the ST's memory.

☐ COMPREHENSIVE ERROR HANDLING. MCC PASCAL gives detailed error information, both at compilation and program runtime. The compiler recognizes over 150 different errors, and the runtime system provides over 30 different English error messages.

☐ 215-PAGE MANUAL.

LINKER

☐ Includes the Metacomco linker.

EDITOR

☐ Includes the Metacomco full-screen editor.

ST0206 **$99.95**

MACRO ASSEMBLER™

The Metacomco products are for when you need the most portable, compatible code possible (these are the same systems that are available for the Amiga). From the UK's premier 68000 systems software house—the engineers who also wrote AmigaDOS.

The META ASSEMBLER is designed for the serious software developer. It is a high-specification system, complete with linker, screen editor, libraries, and 100-page manual. Here are just a few of its features:

☐ MACRO ASSEMBLER

- Standard Motorola mnemonics.
- Macro expansions.
- Position independent or relocatable code.
- Large range of directives.
- Fully formatted listings.
- External references.
- Over 160 explicit error messages.
- Conditional Assembly.
- Cross reference listings.
- 30-character variable names and 32-bit expressions.
- 100-page manual.

☐ LINKER

- Integral linker allows up to 20 assembler modules and modules written in high-level languages (such as Lattice C) to be linked together. All Metacomco languages use the same linker.

☐ SCREEN EDITOR

- Includes the Metacomco full-screen editor.

ST0205 **$79.95**

FREE WITH EACH

SCREEN EDITOR

☐ **EDITS ANY ASCII FILE.** This includes data files and program sources.

☐ **HORIZONTAL AND VERTICAL SCROLLING.**

☐ **FILE MERGING.** One file can be inserted at any point into another. Plus, a block of text can also be written out to a named file allowing selective inclusion of one text segment in another.

☐ **BLOCK COPY AND DELETE.**

☐ **SEARCH AND REPLACE.** A full range of search and replace commands are provided, such as Find, Backwards Find, Replace, Replace and Query.

☐ **REPETITION OF COMMAND GROUPS (Macros).** Commands can be combined into command groups, and any group repeated a specific number of times. Command groups can be nested and complex commands lines can be developed to make global changes to a file.

☐ **AUTOMATIC WORD WRAP.** Supports automatic word wrap at a user-defined right margin. The left margin can also be altered.

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LATTICE C™

The standard for the 68000.

UNITED KINGDOM

COMPILER

- **Full Kernighan and Ritchie implementation**
- **Powerful data types (pointers, arrays, structures, unions)**
- **Separate compilation**
- **Conditional compilation**
- **Macros**
- **LATTICE design**
- **True native code compiler**
- **Comprehensive error handling, including warning messages**
- **Full floating point arithmetic**
- **Optimized to produce fast, compact code**
- **No runtime licenses required**
- **All C language features are supported, including:**

  PRE-PROCESSOR COMMANDS: #include, #define, #undef, #if, #ifdef, #ifndef, #else, #endif, #line.

  STORAGE CLASSES: extern, static, auto, register, typedef.

  TYPE DECLARATORS: int, char, short, unsigned, long, float, double, struct, union.

  OBJECT MODIFIERS: *, [ ], ( ). Declarations may be arbitrarily complex.

  INITIALIZERS: Full range of expressions accepted.

  SCOPE RULES: Identifiers may be redeclared at the beginning of any block, but all "extern" objects must be declared consistently within the same module.

  STATEMENT TYPES: All are supported, including labels and goto.

  OPERATORS: All are supported, in the standard precedence, including conditional and comma operators.
- Other features include comment nesting, variables up to 39 characters in length and separate name lists for each structure or union.
- Full Text Editor
- Complete Linker
- 270-PAGE MANUAL
- Use of the linker allows complete interface to GEM VDI and AES functions and to library of Unix and utility functions. Libraries are provided for complete interface to these functions, allowing all the features of the Atari ST—icons, windows, graphics, etc — to be used. The graphics libraries are included in source code form to aid understanding and to allow the user to change the libraries (if required).
- Compatible with two linkers. The object code produced by the compiler is compatible with both the linker supplied with the kit and also with LINK68 from Digital Research.

ST0207 **$149.95**

Technical questions? Talk with a Metacomco System Software Engineer: Call (408) 438-7201.

ANNOUNCING—A*PLUG—THE ANTIC Programming Languages User Group

CompuServe has set aside a special part of the Atari Developers SIG (type GO ATARIDEV) for the users of ANTIC languages. A*PLUG has its own Data Library (DL1) and Message Base (Sec. 1). Here you can meet others using LATTICE C, GST-C, GST-ASM, A-SEKA, META PASCAL, META MACRO ASSEMBLER and the other fine development tools published by ANTIC.

A*PLUG is:
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A Programmer's Exchange
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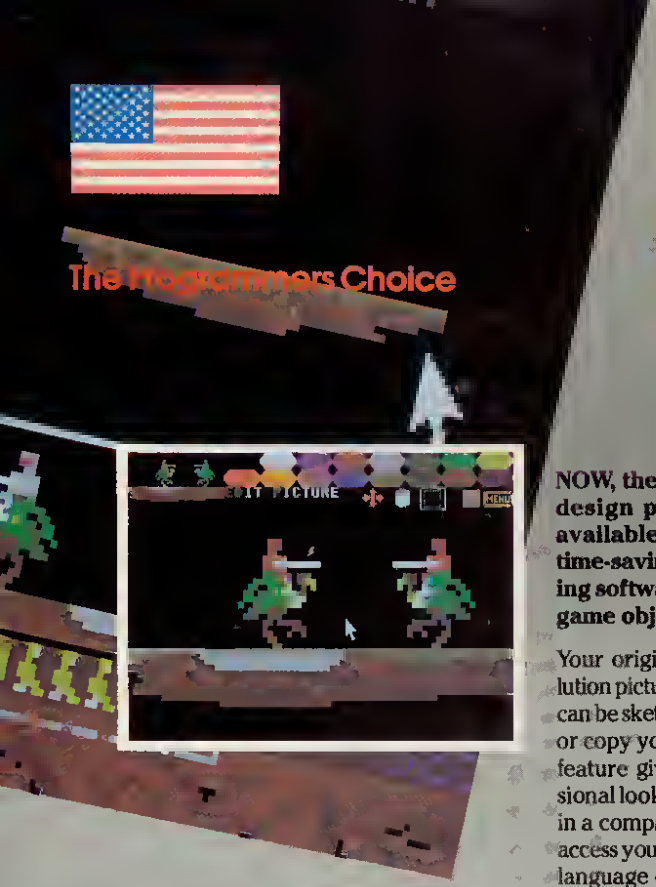


C.O.L.R. Object Editor

by The Rugby Circle

NOW, the first all purpose graphics design programming package is available for the ST. An essential time-saving tool developed for creating software sprites and bit-mapped game objects.

Your original art or favorite low-resolution picture from any ST paint program can be sketched or modified. Invert, twist or copy your objects. The zoom editing feature gives your picture that professional look. Your object is stored on disk in a compatible format allowing you to access your work from the programming language of your choice.

Store up to 20 objects in memory at once and instantly access four rainbow paint palettes from RAM.

C.O.L.R. OBJECT EDITOR includes object motion examples. This is the only graphics programming tool of its kind for the professional and hobbyist programmer.

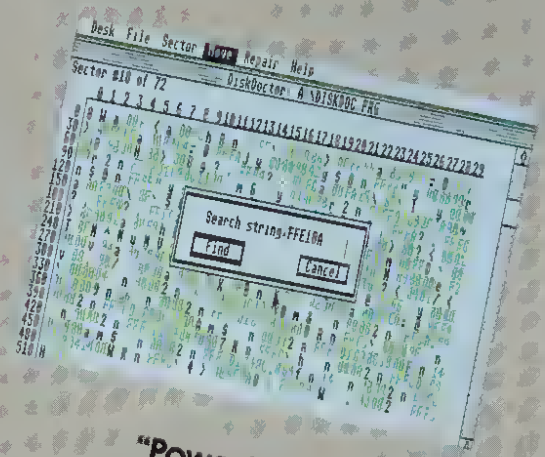
See the November issue of ANTIC for more information on C.O.L.R. OBJECT EDITOR.

"An all-purpose graphic design utility package for ST program designers using 16-color mode."

ST0204 **$29.95**

DISK DOCTOR

by Dan Matejka



"Powerful GEM-based disk utility package."

Learn the secrets of ST disk structure, and if you're adventurous, try some "disk archeology." Recover deleted files *automatically* and repair damaged files and disks. Make quick modifications to *any* ST single or double-sided floppy or hard disk. Use DISK DOCTOR to *customize* program menus and messages. Search for character strings or go to any sector instantly. Quickly edit full sectors on-screen using your mouse or cursor keys. Get directory history, file attributes, and more. DISK DOCTOR is perfect for the casual user who just wants to repair a file, OR the *serious programmer* who wants to discover what's really going on. Includes on-disk Help and thorough technical reference information.

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RED ALERT™

Written by Stanley Crane and Daniel Matejka

But you have some options. A few. Strategically-placed Ground-Based Lasers and Antiballistic Missile Silos are the backbone of your defense. Your last space-based Particle Beam Weapon is available, but you must allocate your resources wisely to use it.

NOTE: RED ALERT is an addicting game, but it's also a thought-provoking version of an SDI (Strategic Defense Initiative) nightmare scenario. (RED ALERT was developed by the authors of DB Master.)

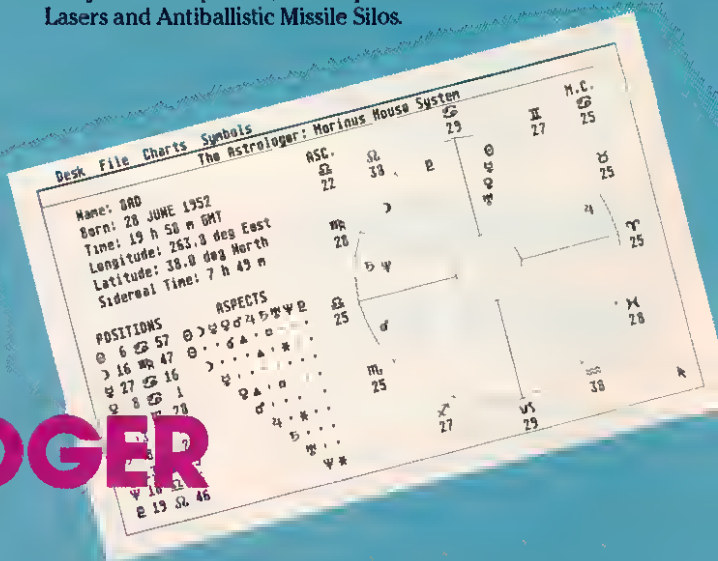
ST0223 **$24.95**

Your cities are under attack. It's up to you to try and destroy the Russian ICBM's and MIRV's—plus the missiles launched from nuclear subs. RED ALERT features real-time animation, on-screen help, auto-demo mode, color/monochrome compatibility, three selectable levels of play, PLUS a unique construction set which lets you customize North America with the cities that you want to protect, and the positions of the Ground-Based Lasers and Antiballistic Missile Silos.

Create Your Astrological Chart Instantly Using Multiple House Systems!

STAR STRUCK™ —THE ASTROLOGER

By Harry Koons and David Chenette



Now your ST can *instantly* generate accurate natal charts for you, your family, and friends—the way an astrologer would do it. Entirely GEM-based, THE ASTROLOGER creates charts based on the most popular types of house systems used throughout history (Morinus, Equal Spaced, Porphory, and more). On-screen help windows show you exactly what all of the custom astrological icons mean.

Thorough on-line documentation is available for reference. All aspects are displayed in graphic form. U.S. and world maps are built into the program—locate your birthplace with the mouse or key-in the exact coordinates. Charts can be printed out or saved to disk in DEGAS format. Compatible with color and monochrome monitors.

ST0222 **$24.95**

ISRAEL

If you haven't heard about MURRAY or MOM yet, you haven't read:
New York Times
London Times
Los Angeles Times
San Francisco Chronicle

MOM and ME™

Just think. Your own computerized Jewish mother—on-screen in an overstuffed chair; knitting, cajoling, dispensing advice, and offering you encouragement—or making you feel guilty, of course. MOM is a full-color, computerized, cartoon character always ready to chat. Dressed in granny glasses and fluffy slippers, she speaks to you by name and brags about you to your friends.

MOM and ME uses extensive personality files for a wide variety of human-like responses, plus mouse-based response functions for easy interaction.

ST0204 ~~$34.95~~
$19.95 this cotolog only
(monochrome/color)

An Electronic Jewish mother created by a former Playboy cartoonist!

Written by Yakov Kirschen and Just For You, Inc.

On December 5, 1985 the NEW YORK TIMES chatted with MOM:

MOM: Are you getting enough exercise, Tom?
NYT: Yes Mo.
MOM: By setting in front of the computer all day?
NYT: No Comment.
MOM: He's sulking again! Why don't you go out to a social function? Meet a nice girl.
NYT: I'm married, remember?
MOM: He's married, sorry, I keep forgetting. So how is what's-her-name?
NYT: Change the subject, Mo.
MOM: Mom was only trying to be polite, Tom.
NYT: I know Mo, I know.
MOM: Mom is not waiting for an apology.
NYT: What are you talking about?
MOM: Insult me as much as you want, Tom. Mom loves you.
NYT: When did I insult you?
MOM: I'm knitting a nice warm sweater for you, Tom.
NYT: You're changing the subject.
MOM: But you asked me to change the subject.
NYT: That was before.
MOM: You see how your Mom remembers?
NYT: What are you talking about?
MOM: The sweater, Tom, the sweater. You're so forgetful. You get it from your father's side.
NYT: Cut it out, Mo!
MOM: Mom has to go now, Tom. Be a good boy.

MURRAY AND ME™

Some people don't want a Jewish mother. How 'bout a Jewish uncle? Meet MURRAY. The LONDON TIMES called MURRAY and ME, "the first in a new generation of Biotoons"—Living computerized, interactive cartoon characters that use your Atari ST to create an artificial personality by using artificial intelligence programming methods. MURRAY is always ready to cheer you up when you're feeling blue (or take pot-shots at you when you're on top of the world).

NOTE: Here are the first two titles in a whole new generation of Artificial Intelligence (AI) programs. These use a behavioral interface with the computer to illustrate how to teach a machine to respond differently to differing stimuli. MOM and ME and MURRAY and ME are the first steps towards an understanding of software behavior engines and artificial intelligence programs.

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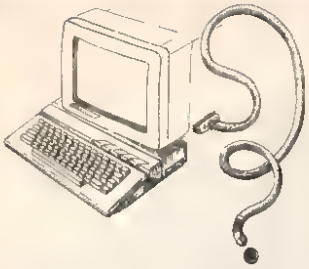

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Antic has premium quality shielded cables with gold contacts.

What makes these cables so special? They have the unique non-standard Atari connectors and provide the length that can free-up your workstation of awkward peripheral arrangements.

520 ST
10' ST Micro floppy disk drive cable (SF354 and SF314 drives)
PH0003 $19.95
6' ST to printer cable
PH0001 $19.95
6' ST to modem cable
PH0002 $19.95

800/XL/XE
10' Atari standard peripheral cable (Serial/SIO connector)
PH0008 $19.95
6' 850 Interface to printer cable **PH0004 $19.95**
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Creates digitized Degas and NEOchrome-compatible picture files using any high quality composite video input (e.g. color or b&w camera, VCR, TV, etc. . . .). Fast software updates the ST's screen 10 times per second, while the hardware frame-grabber snaps pictures in 1/60 of a second. Animation mode allows automatic sequential frame digitization. Black and white high contrast mode or up to 16 grey levels with color monitors. 320H × 250V resolution. Routine allows direct access to pixel data. NTSC, PAL, and SECAM compatible. Includes hardware, software, demos and instructions.

Send video pictures over the phone with the modem. Perfect for artists, game designers, and video aficionados.

THE SPECS

8 bit A/D and D/A. 2.5μs flash A/D conversion rate allows sampling up to 400,000 samples per second. 1 volt peak-to-peak signal and source. Hardware plugs into printer port for high speed data transfer rate.

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		# Progs/K	Mag No.	Disk No.
'83 AUG	**COMPUTER GRAPHICS**	9/66K	**AMS0883**	ADS0883
	Feature Programs: ESCHER SKETCHER, KEYSTROKE ARTIST, MAZE MANIAC, 3-D FUJI, and Pilot, Starting Line, Learn Resistor Codes, Graphics Grab-bag, Profile: Alan Alda (Atari)			
SEPT	**COMPUTERS IN EDUCATION**	8/35K	**AMS0983**	ADS0983
	Feature Programs: HOOKEY!, OBJECT CODE TO STRING, PATTERN MAKER, FORTH ASSEMBLER, BINARY AUTOLOADER, and 6 Atari Education Articles, Pilot, Starting Line (P/M Graphics)			
OCT	**SPORTS GAMES**	10/52K	**AMS1083**	ADS1083
	Feature Programs: TRACK STAR, MOUNTAIN SKIING, CASSETTE AUTOBOOT, MAXTER MIND, NIGHTMARE MISSION, LINE ZERO, and 3 Education Programs, FORTH Factory, Starting Line, Profile: The 3 Carlston's (Broderbund)			
NOV	**SOUND & MUSIC**	9/51K	**AMS1183**	ADS1183
	Feature Programs: S.A.M. W/OUT SCREEN BLANKING, SOUND BEYOND SOUND, SIMPLE SYNTHESIZER, PICK A CHORD, RANDOM MUSIC, AIR RAID 2000, and Logo, Starting Line, 3 Education Programs, Tape Topics, Profile: Roberta Williams (Sierra On-Line)			
DEC	**NEW PROOUCT GUIDE**	13/60K	**AMS1283**	ADS1283
	Feature Programs: ANATOMY OF A ROBOT (part I), GARBAGE COLLECTOR (For unwanted character strings), GTIA SKETCHPAD (modes 9,10,11), and 101 Best Atari Products, Display List Interrupts Explained, Automate Your Player/Missiles 148 pages—BIGGEST ANTIC EVER!			
84 JAN	**PRINTER SURVEY**	12/54K	**AMS0184**	ADS0184
	Feature Programs: POCKET CALENDARS, SCREEN DUMP (White & Herrera), ROBOTS (part II), WORDFIND (by Retcliff), SNOWBIRD, ROAD RACE, and Starting Line, 2 Education Games, 11 Great Printer Articles/Programs—Essential Reference			
FEB	**PERSONAL FINANCE**	12/64K	**AMS0284**	ADS0284
	Feature Programs: MONEY MATTERS (Personal Investment Simulator), PHONE BOOK, STOCK SPREADSHEET, CHARACTER GRAPHICS TECHNIQUES, THE GAUNTLET, GALACTIC GLOOP, and Starting Line, Logo Books, Systems Guide, Tape Topics			
MAR	**WORLDWIDE USERS ISSUE**	14/60K	**AMS0384**	ADS0384
	Feature Programs: POKER SOLITAIRE, CENTURION, ESCAPE MAZE, DISK SECTOR READ, GTIA RAINBOW, FLASH CARDS, and Letters and Photos from Around the World, 8 International Atari Articles (Atari's in Grenada?), FORTH Factory, Profile: James J. Morgan (Atari CEO)			
APR	**ATARI GAMES—**	15/59K	**AMS0484**	ADS0484
	2ND ANNIVERSARY Feature Programs: RISKY RESCUE (J.D. Casten Favorite!), ARENA PSYCHOTICA, LIGHT PEN DOODLE, MEMORY WINDOW, and Atari Controls Your Environment, Audio/Video output for the 400, Introduction to AI, P/M Graphics, 3 Education Games			

		# Progs/K	Mag No.	Disk No.
MA/JU	**EXPLORING THE XL**	10/54K	**AMS0584**	ADS0584
	Feature Programs: ESCAPE FROM EPSILON, SCROLLING TUTORIAL, ANIMATE FROM BASIC (part I), COLOR TV ADJUSTER, TALK TO YOUR ROBOT (part III), and Photo/technical Anatomy and Evolution of the 800XL, Profile: James Levy (Activision CEO)			
JULY	**TELECOMMUNICATIONS**	6/38K	**AMS0784**	ADS0784
	Feature Programs: AMODEM 4.2 (850 version), WORLD OF ATARI/SHORTWAVE, STARSECTOR DEFENSE, LAPTOP-TO-ATARI INTERFACING, RUN ROBOT RUN (part IV), C LANGUAGE TUTORIAL, and Plato Rising (The Definitive Learning Phone), ANIMATE FROM BASIC (part II)			
AUG	**DISK DRIVE SURVEY**	6/67K	**AMS0884**	ADS0884
	Feature Programs: HORSPLAY (Racetrack handicapper), CREEPY CAVERNS (Anthony Ramos's arcade classic), VARI ABLE XREF & RENAMER, SIMON (Memory Game), and Disk Drive Survey, Logic According to Boole, ATR-8000 Evaluation, Profile: Lucasfilm's Ball Blazer and Fractalus Design Team			
SEPT	**COMPUTER GRAPHICS**	11/65K	**AMS0984**	ADS0984
	Feature Programs: 128 COLORS FOR MICROPAINTER/ILLUSTRATOR, FADER, EASY MODE CONVERTER, DRAWING FUN, OLYMPIC DASH, COPYMATE, and Unlocking the 56 Graphics Modes, Rotate Your Player, Pilot, Graphics Product Survey			
OCT	**LEARNING MAGIC**	9/63K	**AMS1084**	ADS1084
	Feature Programs: PLUS & MINUS, MOLE ATTACK, CHABOT'S 4/5 CHAR. ANIMATOR, P/M BOUNCING BALL (Fox & Waite), DIVER, JACKS, and Action!, Solving Problems with Logo, Top 18 Edu. Programs, Tutorials			
NOV	**COMPUTER ADVENTURES**	9/60K	**AMS1184**	ADS1184
	Feature Programs: ADVENTURE ISLAND, ADVENT X-5, OMNIVENTURE, WINDOWS (part I), CREATE YOUR OWN CURSOR, and We Solved 8 Infocom's, 4 Adventure Articles, Assembly Language Tutorial I (by Merk Andrews—Atari Roots)			
DEC	**BUYERS GUIOE**	6/30K	**AMS1284**	ADS1284
	Feature Programs: INFOBITS (Database System), BANNERTIZER, BIFFDROP (J.D. Casten's classic!), WINDOWS (part II), and Assembly Language Tutorial II (Andrews), 125 Best Atari Products of 1984			
'85 JAN	**SUPER UTILITIES**	7/62K	**AMS0185**	ADS0185
	Feature Programs: DISKIO, TYPO II, BASIC SEARCHER, TOUCH TABLET CURSOR, WIDETEXT, Q.T., SCRAMBLE, and Op-Code Finder (Assembly), XL Parallel Bus Revealed (part I), Profile: Dan Bunten (Seven Cities of Gold)			
FEB	**MONEY MASTERY**	8/67K	**AMS0285**	ADS0285
	Feature Programs: HOME LOAN ANALYZER (Type-in the APX Award Winner!), CURRENCY CHANGER, INCOME TAX SPREADSHEET (Syn Calc), DRUM/BASS SYNTHESIZER, KOOKY'S QUEST, and Tramiel Declares War!, S.A.M. Handler (Assembly), XL Parallel Bus Revealed (part II)			

		# Progs/K	Mag No.	Disk No.
MAR	**ULTIMATE PRINTER GUIDE**	B/61K	**AMS0385**	ADS0385

Feature Programs: KWIK DUMP (Best Graphics Dump), FONTMAKER, CUSTOM PRINT (for Atari special char's by Matt Ratcliff), LABELMAKER, KEYBOARD MACRO COMMANDER, TWO BIG GAMES, and Secrets of Atanwriter, Printer Guide, XL Parallel Bus Revealed (part III) . . .

APR	**COMPUTER FRONTIERS**	10/87K	**AMS0485**	ADS0485

Feature Programs: S.A.M. SPEECH EDITOR, EIGHT QUEENS PROBLEM (Solution), PRICE'S PAINTER GETS FRIENDLIER, OOT MATRIX DIGITIZER, CRYPTOGRAPHY, MANEUVER, CRAZY EIGHTS!, and Welcome to ANTIC ON-LINE, Expart Systems, XL Parallel Bus Revealed (part IV), Profile: Nolan Bushnell . . .

MAY	**3RD ANNIVERSARY ISSUE**	10/86K	**AMS0585**	AOS0585

Feature Programs: SON OF INFOBITS (Database Editor), TSCOPE AUTOOIALER, ARENA RACER, BEER PARTY ATARI, MODE MIXER, FADER II, AMAZING (Actionl game), and ST: Meet the 68000, GEM overview . .

JUNE	**COMPUTER ARTS**	10/173K	**AMS0686**	AOS0686

Feature Programs: VIEW 3-O, GRAPHICS UTILITY PACKAGE (For Atan BASIC), PICTURE ENHANCER, GUITAR TUTOR, THE MUSICIAN, HELICOPTER ROUND-UP, TURBO TYPO II, and MIDI overview, Logo music, GEM Seminar coverage, Profile: Ron Luks (SIG*Atari) . .

JULY	**COMPUTER CHALLENGES**	8/145K	**AMS0785**	ADS0785

Feature Programs: 3 Puzzles (CRYPTOOUOTES, SLIDE, NAME THAT SONG), 4 Arcade Games (STAR VENTURE, OARKSTAR, OVERFLOW, MINIATURE GOLF), and 130XE Bank Switching, Everything About Every DOS, Profile: Joel Billings (SSI) .

AUG	**TELECOMPUTERS**	9/117K	**AMS0885**	ADS0885

Feature Programs. ATARI 'TOONS (BBS Cursor Art), WETMORE ON THE 1030 MODEM, 1030 PROTERM, DISPLAY MASTER (Special Effects), VALLIANT, and ST SECTION I (Kermit Transfers, Interior View, Desktop Intro), Profile: The Microbits Boys . .

SEPT	**POWER PROGRAMMING**	10/80K	**AMS0985**	ADS0985

Feature Programs: BASIC REVISION C CONVERTER, 16-BIT MUSIC, 130XE ONE-PASS COPIER, MIRRORED DISPLAY LISTS, SOUND EFFECTS LIBRARY, FINE SCROLLING WORLD (Andrews, part I), B OUEENS ACTIONI, PAGE FLIPPING, CRICKETS, and ST SECTION II (1st Address Map, Using GEM Control Panel, Hi-res Art) . . .

OCT	**MIND TOOLS**	B/54K	**AMS1085**	ADS1085

Feature Programs: GRAPH 3-O, YOGA BREATHING, BANJO PICKER, ALIEN ASYLUM, LEMONADE (APX hit economics simualationl), FINE SCROLLING WORLO (part II), and ST SECTION III (CO-ROM IN DEPTH, 1st ST Benchmsrk, GEM COLOR Program), S.A.T. Software Review

NOV	**NEW COMMUNICATIONS**	8/63K	**AMS1185**	ADS1185

Feature Programs: MORSE COOE RECEIVER/TRANSLATER, RAPIO GRAPHICS MODE CONVERTER, 130XE MEMORY MANAGEMENT, MORE TYPO II ENHANCEMENTS, VAMPIRE RATS, FAST CURSOR MOVES, and Radio Modems and Soft ware Overview, ST SECTION IV (ST Uses IBM Disk Files, ST Sound) . .

		# Progs/K	Mag No.	Disk No.
DEC	**4TH ANN. SHOPPERS GUIDE**	6/71K	**AMS1285**	ADS1285

Feature Programs: DISKIO PLUS (Enhancements Plus 2.5 Compatibility), BBS CRASHBUSTER (Retcliff), BUILD YOUR OWN EPROM BURNER, BOX-IN (J.D. Casten), and 100 Best Atari Products, Profile: Lucasfilm Design Team, ST SECTION V (Intro To 520ST Assembly Lang., ST LOGO Exploretion, ST Products Guide) . .

'86 JAN	**ATARI PRODUCT REVIVAL**	7/69K	**AMS01B6**	ADS0186

Feature Programs: APPOINTMENT CALENDAR, DUNGEON MASTER'S APPRENTICE, BINGO CALLER, SYSOP SANTA CLAUS, WIREBALL, and Mapping the XL/XE (Ian Chadwick), ST SECTION VI (ST FONT LOADER, TOS Roadmap, UK Software) .

FEB	**PRINTER POWER**	26/57K	**AMS02B6**	ADS0286

Feature Programs: T-SHIRT MAKER, INSTANT DOS, DOS 2.5 FOR AXLON, MULTI-COLORED PLAYERS, WARRIOR 3000, 1020 PLOTTER, BASIC ON/OFF SWITCHER. ST SEC VII (FORTH ESCAPES, ST Disk Secrets, Crash Clues)

MAR	**PRACTICAL APPLICATIONS**	25/49K	**AMS0386**	ADS0386

Feature Programs: LIE DETECTOR, STICKWRITER, HOME HEARING TEST, LUNAR LANDER CONST. SET, and Atari at Work, New Owners Column. ST SEC VIII (MIDI DRIVER, LOGO MODERNE, HIPPO SOUNO)

APR	**COMPUTER MATHEMATICS**	17/46K	**AMS0486**	ADS0486

Feature Programs: FRACTAL ZOOM, GUESS THE ANIMAL, LIFE REVISITEO, 3-O TIC TAC TOE, V(ERSION) SAVER, and New Users Column part 2. ST SEC IX (3-D FRACTALS, ST Cartridges, GEM and BASIC-VDI)

MAY	**4TH ANNIVERSARY ISSUE**	17/68K	**AMS0586**	ADS0586

Feature Programs. MOLECULAR WEIGHT CALC, MYGARDEN, POSTERMAKER, JOYSTICK CURSOR, ROCKSLIDE, HEXCONVERTER, and New Users Column Part 3. ST SEC X (JoySTick, ST PONG, and more).

BONUS	**THE CASTEN GAME DISK**	10/80K		ADS0001

The fabulous games of J.D. CASTEN, updated and improved including some never before published. ESCAPE FROM EPSILON+, RISKY RESCUE (regular and INDUSTRIAL versions), ADVENT X-5, BOX IN, BIFFDROP (normal and NIGHTMARE versions), NEMESIS, CRAZY HAROLD'S ADROIT ADVENTURE.

ANTIC ST SECTION COMPENDIUM **#SB0101**

A packed 3.5" disk! Includes *object* and source code for all ST programs in the August, '85 through January '86 issues. Featuring FONT LOADER Desk Accessory (and a baker's dozen of fonts), SOUNOC (sound chip demo), COSINE (graphics), plus LOGO progrems and some in-house code that's never been seen before.

ANTIC ST SECTION COMPENOIUM II **#SB0102**

Includas all programs from the ANTIC ST SECTION Feb 86 through May 86. Featuring FORTH ESCAPES, MIDI DRIVER, HIPPO SOUND, LOGO MODERNE, 3-O FRACTALS, GEM AND BASIC, VOI, JoySTick and ST PONG

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PD0057 $12.00

ST BASIC/LOGO SAMPLER NEW!

BASIC: Includes MIDIREC.BAS—a simple MIDI sequencer and sample song files, BG.BAS—backgammon, Fractals in BASIC, Biorythm's, and more. LOGO: Nearly a dozen useful routines including complex graphics. Plus two bonus desk accessories.

PD0078 $12.00

ST DDDDLE plus SOURCE

The perfect GEM learning tool. PD paint program written in "C", including object and source files for you to explore. Works in all three resolution modes. Demonstrates GEM drop-down menus, windows, scroll bars, color selection, fill algorithm, three brush sizes. Comes with NEOVERT—converts your pictures from NEO to DOODLE format. Learn how GEM and the ST work . . . without any typing!

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DEGAS COMPETITION HI-RES WINNERS NEW!

The top eight monochrome entries from Batteries Included's DEGAS art competition. Includes a slide-show viewing program—DEGAS is not required.

PD0076 $12.00

DEGAS COMPETITION COLOR WINNERS NEW!

The top eight color entries from Batteries Included's DEGAS art competition. Includes a slide-show viewing program—DEGAS is not required.

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"Learn about Fractals and GEM with "C" source code."

ST FRACTALS plus SOURCE!

Features MANDLEZOOM by Herry Koons. Uses Mandelbrot algorithm to draw fractals in GEM windows in any resolution. Then zoom in with 2×, 4×, 8×, or 16× magnification. Change fractal iteration values and rescale fractals to enhance their color. Then save your fractal picture to disk. Includes all "C" source and object files. PLUS, a half dozen other fractal programs that use different algorithms and display techniques (some also with source code).

PD0068 $12.00

SOLID SOURCE CODE NEW!

Features Jim Luczak's VDI SAMPLER and C PRIMER, which demonstrates C programming techniques and the use of VDI functions and their C BINDINGS. BICALC, a desk accessory Binary-Hexadecimal-Decimal calculator. Plus two very fast versions of LIFE, written in Assembler. All source and object code is included and is well commented. And more!

PD0079 $12.00

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